

## WHAT IS CLAIMED IS:

1           1. A method for rendering a texture onto a surface of an object  
2 model represented with a three-dimensional model, comprising:

3           dividing texture data into a plurality of texture lines each having a  
4 width of one dot and a length equal to the number of dots in one side of  
5 the texture;

6           supposing a stereoscopic object, based on each of said plurality of  
7 texture lines, by projecting the texture line in a light traveling direction  
8 from a virtual light source while possessing color information from an  
9 arrangement relationship between the texture line, the object model and  
10 the virtual light source in a three-dimensional space; and

11          defining an intersecting part between the stereoscopic object and  
12 the surface of the object model as a region for rendering the texture line,  
13 and rendering the stereoscopic object on the defined region.

1           2. A method for rendering a texture according to claim 1, wherein  
2           said texture lines are parallel to either side having a greater  
3 number of dots among a vertical side and a horizontal side of the texture.

1           3. An entertainment apparatus for carrying out a rendering  
2 process, comprising:

3           means for storing object data represented with a three-dimensional

4 model and texture data to be rendered onto a surface of the object;

5 means for dividing texture data into a plurality of texture lines  
6 each having a width of one dot and a length equal to the number of dots  
7 on one side of the texture;

8 means for supposing a stereoscopic object, based on each of said  
9 plurality of texture lines, by projecting the texture line in a light traveling  
10 direction from a virtual light source while possessing color information  
11 from an arrangement relationship between the texture line, the object  
12 model and the virtual light source in a three-dimensional space; and

13 means for defining an intersecting part between the stereoscopic  
14 object and the surface of the object model as a region for rendering the  
15 texture line, and rendering the stereoscopic object on the defined region.

1 4. An entertainment apparatus according to claim 3, wherein

2 said texture lines are parallel to either side having a greater  
3 number of dots among a vertical side and a horizontal side of the texture.

1 5. A storage medium readable by an information processing  
2 apparatus, having recorded therein a program for causing the information  
3 processing apparatus to execute a rendering process, said program  
4 comprising:

5 storing object data represented with a three-dimensional model  
6 and texture data to be rendered onto a surface of the object;

7 dividing texture data into a plurality of texture lines each having a  
8 width of one dot and a length equal to the number of dots on one side of

9 the texture,  
10 supposing a stereoscopic object, based on a plurality of texture  
11 lines, by projecting the texture line in a light traveling direction from a  
12 vertical light source while possessing color information from an  
13 arrangement relationship between the texture line, the object model and  
14 the virtual light source in a three-dimensional space; and  
15 defining an intersecting part between the stereoscopic object and  
16 the object model as a region for rendering the texture line, and rendering  
17 the stereoscopic object on the defined region.

1 6. A storage medium according to claim 5, readable by an  
2 information processing apparatus, having recorded therein a program,  
3 wherein

4 said texture lines are parallel to either side having a greater  
5 number of dots among a vertical side and a horizontal side of the texture.

1 7. A program for causing an information processing apparatus to  
2 execute a rendering process, comprising:

3 storing object data represented with a three-dimensional model  
4 and texture data to be rendered onto a surface of the object;

5 dividing texture data into a plurality of texture lines each having a  
6 width of one dot and a length equal to the number of dots on one side of  
7 the texture;

8 supposing a stereoscopic object, based on each of said plurality of  
9 texture lines, by projecting the texture line in a light traveling direction

10 from a vertical light source while possessing color information from an  
 11 arrangement relationship between the texture line, the object model and  
 12 the virtual light source in a three-dimensional space; and  
 13 defining an intersecting part between the stereoscopic object and  
 14 the object model as a region for rendering the texture line, and rendering  
 15 the stereoscopic object on the defined region.